

Please replace the paragraph beginning on page 3, line 16 and ending on page 3, line 17 with the following:

B2 The configuration workstation 40 comprises a user interface. It comprises a personal computer including a keyboard, Intel PENTIUM Processor and Ethernet card.

Please replace the paragraph beginning on page 3, line 18 and ending on page 3, line 20 with the following:

B3 The player server 42 comprises a microcomputer that is used to control messages that appear on displays associated with each EGM. Player server 42 includes an Intel PENTIUM Processor and an Ethernet card.

Please replace the paragraph beginning on page 8, line 24 and ending on page 8, line 27 with the following:

B4 Consideration will now be given to yet another embodiment of the invention. Turning again FIG. 2, this embodiment includes a keypad 80 and a vacuum fluorescent display 82, which in the present embodiment are associated with card reader 60. The keypad and display communicate with MCI 50 as described in the '961 patent.

Please replace the paragraph beginning on page 10, line 26 and ending on page 11, line 4 with the following:

B5 After the player record is stored at MCI 50, the player uses keypad 80 to select cashless play. An algorithm that is part of the software stored in read only memory (ROM) (not shown) in MCI 50 then calculates an amount to transfer from the account in MCI 50 to credit meter 70 on EGM 12. The amount transferred is a predetermined amount calculated by the algorithm; it is not selected by the player using keypad 80. The algorithm checks flags associated with the account for minimum and maximum transfer limits that are imposed at one of terminals 90, 92 when the account is opened. These minimums and maximums are set regardless of the account balance. The algorithm, of course, also examines the account balance and does not permit a transfer in excess of the account balance. The ability to set maximum limits regardless of account balance is a tool that can be used to address problem gamblers, among other things.